IMPROVING THE TECHNICAL DRAWING SKILLS THROUGH REINFORCEMENT LEARNING METHODS FOR EXPERTISE COMPETENCY OF AUDIO VIDEO ENGINEERING STUDENTS IN YOGYAKARTA STATE VOCATIONAL SENIOR SECONDARY SCHOOL 2 (YOGYAKARTA STATE-VSSS2)

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ABSTRACT

The purpose of this study was to describe the learning process Technical Drawing using reinforcement learning method to improve the quality of technical drawing skills. In addition, the purpose of research to determine the learning outcomes of technical drawings using Proteus 7.5 software on 2AV1 grade students in Yogyakarta State Vocational Senior Secondary School 2 in year 2010/2011.

This research method using a Classroom Action Research (CAR) with model cycles carried out collaborative and participatory. The implementation of reinforcement learning in action learning is inserted into the cycle of action. The study took place in three cycles with subjects research all of the students 2AV1 grade Audio Video expertise competency in Yogyakarta State Vocational Senior Secondary School 2. While data collecting technique done through observation, field notes, questionnaire and document learning outcomes. The data were analyzed using analysis of Miles-Huberman is starting from data collection, data reduction, data presentation to achieve the conclusion of the study.

Learning outcomes technical drawing using Proteus 7.5 software through reinforcement learning method based on the criteria ML 76 (mastery learning), of cycle 1 there are 13 students in value under the ML. Then in cycle 2 is reduced to 11 students and up to cycle 3 remaining seven students who are still under ML. While the criteria of exhaustiveness finish the job (4X45 minutes) at cycle 1 there are 4 students did not completely finish the job 1, then in cycle 2 and 3 are still visible 2 students are not exhaustive and too late to collect images. There is increasing the skills of the average value of ML from cycle 1 (75.94) to 77.69 at cycle 2 or _ rose 1.75 points (8.28%). While the cycle 2 to cycle 3 to be 79.89 or up _ 2.25 points (13.29%).

Keywords: improving skills, technical drawing, reinforcement learning and Proteus 7.5 Professional software.